YEAR – 303 AA (After Apocalypse)
STAR SYSTEM – XAMA
SOLAR SYSTEM – GALLETRON

Galletron, the largest and most beautiful planet in the solar system, reaches out beyond the radioactive dust cloud which has shrouded the system since the intergalactic conflicts of 304 parsecs ago. Since then the solar system has been peaceful and the Federation of Interplanetary Trustees (F.I.T.) intend that it should stay that way. However, the Aarls – a nation of warmongers – think differently. They enjoy the occasional uprising and this time they have decided to intrude on to the area designated as No Man's Land, just outside Galletron's official boundary. This action is in direct confrontation with the Treaty of Galletron and must be stopped. Unfortunately, in the interim period of peace, the Aarls have taken the opportunity to advance their existing technology to such a degree that a direct attack on them would prove disastrous – for whoever was doing the attacking!

A secret survey carried out by the Galletrons, revealed that the Aarls had perfected a highly advanced communication network capable of transporting supplies and reinforcements anywhere within the solar system. They had also developed a semi-intelligent sentry droid equipped with incredibly powerful weapons, and lazer gates with incredible firing capacities. The only possible solution is for a volunteer pilot to try to cut the planetary and solar system links with Aarl.

YOUR MISSION

As one of the volunteers, you will first be teleported to the outer planets to disable the links there and then on to the next planet to do the same. You have been supplied with a Tiegyr MK 111 Surface Skimmer, fully equipped with the latest weaponry including a Positronic Proximity Blaster capable of destroying anything of a metallic structure and a Nutrino Magnetron Pulser which is able to disable the discharge mechanisms of all standard Aarlite weaponry, but this will drain your power supply. You are also equipped with 3 regenerative boosters to give you three chances of survival.

You will be beamed to the surface with a small back up crew who will remain hidden in the planet's shadow to avoid detection. Before they hide they will drop off supplies which you may have to search

for. If you position your Tiegyr over or near the objects, they will automatically be beamed aboard. The items you are looking for are Fuel cells, Lazer cells, extra lives and a bonus.

On the planet you will be faced with several, potentially fatal, hazards. Watch out for the sentries, contact with them will lose you a life. It is possible to destroy them but they will be replaced almost immediately. However there are only a set number per planet. You Tiegyr has a scanner which will inform you of how many sentries to expect per planet.

Once you have destroyed the first communications link, you will be teleported to the next planet by your suppport team. You will have to sever the links on 9 planets before reaching Galletron, where the central Power House is housed. This takes the form of two large Teslerons and there is a central communications dish. Destroy these and you will have accomplished your mission.

CONTROLS

Joystick or Keyboard

KEY	USAGE
←	ROTATE LEFT
→	ROTATE RIGHT
↑	FORWARD THRUST
↓	REVERSE THRUST
Enter	PPB (Proximity Blaster)
Copy	NMP (Magnetron Pulser)
Del	PAUSE GAME (any key to reactivate)
K	REDEFINE THE KEYS
ESC	ABORT PLAYING GAME
Q	QUIT GAME ALTOGETHER
M	MUSIC TOGGLE
1..3	SET DIFFICULTY LEVEL (1 = Easy Peasy)

At first you may experience a few problems steering the Tiegyr. Left and right will rotate the skimmer in that direction, forward will activate the Pulser turbines and you will be propelled in the direction you are facing. Fire will discharge a Positronic Proximity Blast (PPB).

LOADING INSTRUCTIONS
464: Press CNTRL and small ENTER.
664/6128: Type I TAPE and press RETURN. Press CNTRL and small ENTER.

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